Let's Make 1!

Students get practice working with decimals as they play this decimal version of tic-tack-toe.

DIRECTIONS

1. What are some decimals that can be added to make 1? Review adding decimals, such as .61 and .39. What is the sum? Ask volunteers to give you other examples of decimals whose sum is 1.
2. Distribute reproducible page 46 and explain the object of the game: to shade any squares on the decimal board to add up to a sum of 1. Students can take turns going first. The starting player shades as many squares as he or she needs to make 1. Example: SHADE .32 + .45 + .22 + .01 = 1.
3. As the game progresses, students take turns coloring in squares that make 1. Each student uses his or her own color. If a box has been shaded, it cannot be used again. The game is over when the number 1 cannot be made with any of the remaining numbers on the board. The winner is the student who made 1 more times.
4. Ask students to discuss their strategies for winning the game. If they didn't win, what would they do differently next time?

ASSESSMENT

Observe students as they play. Do they pick numbers randomly, or do they use the organizational pattern of the number board to devise strategies for quickly finding decimals that add up to 1?

VARIATION

Place restrictions on the play of the game. For example, students can make 1 by shading two boxes only, or three boxes only, and so on.

Grouping

Pairs

You'll Need

For each pair:

- **Let's Make 1! (reproducible page 46)**
- 2 different-color crayons
- Paper
- Pencils